

Scott Griffins (lvl 3)

Freitag, 21. Juni 2013

Attribute:

Str:	8
Con:	10
Dex:	20
Int:	11
Wis:	14
Cha:	10

Secondary Attr.:

HP:	33
Surges:	6 (je 8)
AC:	19
Fortitude:	12
Reflex:	20
Will:	15
Initiative:	6

Skills:

Acrobatics (+1):	12
Athletics (Climb/Jump):	6 (11)
Endurance:	6
Perception:	8
Stealth:	11
Thievery	11

Feats:

- Twilight Adept: Stealth & Cunning Sneak (1/Enc)
- Firearms Expertice (one-handed small arms)
- Grapeshot: siehe Power

Class Features:

- Cat Balance:** You do not grant combat advantage while balancing.
- Power to Weight Ration:** Dex for Climb, Jump, unarmed attacks, one handed melee and grabs.
- TRAINED FOR A FLIGHT:** Instead of a daily attack, you can instead learn any runner utility power of your level or lower.
- WALL VAULT:** +Wis for Athletic-Jumps if adjacent to a wall.
- CINEMATIC STYLE:** When you wield a one-handed small arm, it gains the off-hand property.
- CONVERGING FIRE:** When wielding a one-handed small arm against an adjacent target, you gain a +1 bonus to attack rolls.
- FAST SWITCH:** You can switch to any of your weapons as a single minor action.
- REFLEX SHOT:** When wielding a one-handed small arm, you can use a ranged basic attack as an opportunity attack.
- HYDROSTATIC SHOCK:** Once a round as a free action, select one creature you have hit during your turn with a ranged weapon. You can choose to either inflict 1d6 damage OR if the target is Medium or smaller and moves or attacks before the start of your next turn, use an immediate reaction to knock the enemy prone.
- KATA:** You gain the katapower. As a free action, you can expend an unused encounter attack power and gain a use of kata. You can only use kataonce per turn.
- Cunning Sneak (1/Enc):** No penalty for moving more than 2 squares, and you take a -5 penalty instead of -10 for running. If you end a move at least 3 squares away from your start, you can make a Stealth check to become hidden if you have any concealment or any cover.
- Speed Vault:** If you move at least 2 squares while running toward a wall, you gain a climb speed equal to your remaining movement.

Equipment und Notizen:

Synthetic Weave (Skater-Sportjacke), Digital Video Camera,Skateboard, Ferngläser, Fahrrad, Funkgerät, Whistle, Parfum, Dollar: 11

**Special Equipment:**Alien Mikro, Unterlagen von Dickson auf SimCard

Eltern in Detroit

**Jens:** Josh, **Jan:** Stan, **Markus:** Ettan

**Techniker:** Bauer **Freundin:** Annie

BOUNDARY THRESHOLD Gunslinger Attack I

You fire around to everything you perceive as an enemy.

At-Will • Martial, Weapon

Standard Action

Close burst I

**Requirement:** You must be wielding a one-handed small arm.

**Target:** Each enemy in burst you can see

**Attack:** Dexterity vs. AC

**Hit:** I damage, and the target is pushed I square and knocked prone.

DOUBLE-TAP Gunslinger Attack I

You squeeze off two quick shots in succession to multiple targets.

At-Will • Martial, Weapon

Standard Action

Ranged weapon

**Targets:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] damage. Increase damage to 2[W] at 21st level.

Heroic Effort Hu

Your grim focus and unbridled energy means that failure is not an option.

Encounter

No Action

Personal

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

HEAD DOWN Runner Utility 2

You keep your profile low and move defensively.

Encounter • Martial

Move Action

Personal

**Effect:** Shift your speed. You gain a +4 power bonus to AC and Reflex defense until the start of your next turn.

ATTENTION GETTER Gunslinger Attack I

Your shot finds its target. Its eyes find you.

Daily • Martial, Reliable, Weapon

Standard Action

Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and target is marked until the end of the encounter.

Waffen:

Waffe	Attack	Damage	AP	Range	Crit	Special	Clip
Autopistol	8 (9)	1d6+6	1	15/30	1d6	Silenced	15
Shotpistol	8 (9)	1d8+6(8)	1	5/10	1d8	Shotgun	2
Elite Revolver	8(9)	1d8+6	1	15/30	1d8		5
Hand Cannon	7(8)	1d8+6	6	15/30	1d6*	High-Crit	3
Unarmed	6	1d4+5					
Alien-Dagger	8	1d6+5					

KATA Gunslinger Class Power

The geometric distribution of antagonists in any gun battle is a statistically predictable element. You are a master of this talent—an adversary not to be taken lightly.

Encounter • Martial

Free Action

Personal

**Effect:** Make a basic attack. If the attack misses, you can repeat the attack (using extra ammunition as normal). If you miss a second time, this power is not expended, but you cannot use it again this turn. If you hit, you can shift a square.

SLIPPERY BUGGER Runner Attack I

You employ all the tools your body gave you in order to evade enemy attacks.

Encounter • Martial, Maneuver, Reliable

Move Action

Close burst 10

**Target:** Two creatures in burst you can see

**Attack:** Dexterity +2 vs. Reflex.

**Hit:** The target cannot attack you until the start of your next turn. You can pass through the target's square.

**Effect:** Shift your speed and ignore difficult terrain.

GRAPESHOT Feat Attack

You packed the barrel with glass, rocks, and broken cutlery.

Encounter • Martial, Weapon

Standard Action

Close blast 4

**Requirement:** You must be wielding a shotgun.

**Target:** Each creature in blast

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target is pushed to the closest square out of the blast. Increase to 4 [W] + Dexterity modifier damage at 21st level.

**Miss:** Half damage and no movement.

**Special:** Once per encounter, you can use this power again if you spend an action point to use it.

GRAND SLAM Gunslinger Attack I

You unleash your weapons on the target until your fingers tire.

Encounter • Martial, Weapon

Standard Action

Close burst 2

**Requirement:** You must be wielding a one-handed small arm.

**Target:** One creature in burst you can see

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Effect:** If the target is not bloodied, repeat the attack against the same target. If the target is not bloodied by the second attack, repeat the attack again.

Combatstuff:

Action P.	1
1d6	31
1d8	30
1d8 AP	20
Grenades	Frag